

FIGURE 1

COMPETITION PARAMETERS

- START DATE
- END DATE
- DAYS OF WEEK
- START TIME
- NUMBER OF TEAMS
- VENUES
- ETC.

200

CREATE SCHEDULE BY APPLYING RULES

- TEAMS PLAY EACH OTHER EQUAL AMOUNTS OF TIME
- TEAMS PLAY EACH TIME SLOT EQUALLY
- TEAMS PLAY EACH VENUE EQUALLY
- TEAMS PLAY LEAST DESIRABLE TIME SLOT MINIMUM TIMES IN A ROW
- TEAMS PLAY LEAST DESIRABLE VENUES MINIMUM TIMES IN A ROW
- ETC.

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SCHEDULE

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FIGURE 2

WEEK	EARLY GAME	LATE GAME
WEEK 1	A vs B	C vs D
WEEK 2	D vs B	C vs A
WEEK 3	A vs C	B vs D
WEEK 4	C vs B	D vs A
WEEK 5	A vs D	B vs C
WEEK 6	D vs C	B vs A



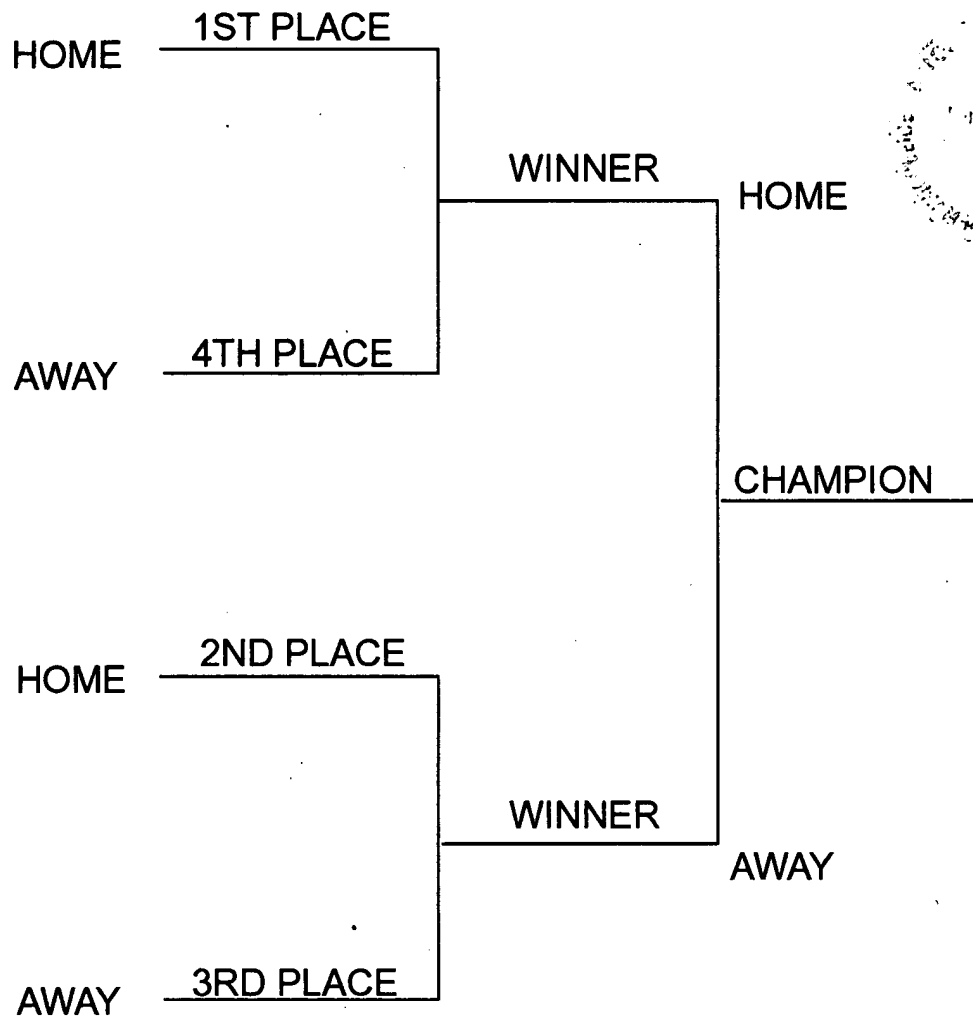


FIGURE 4

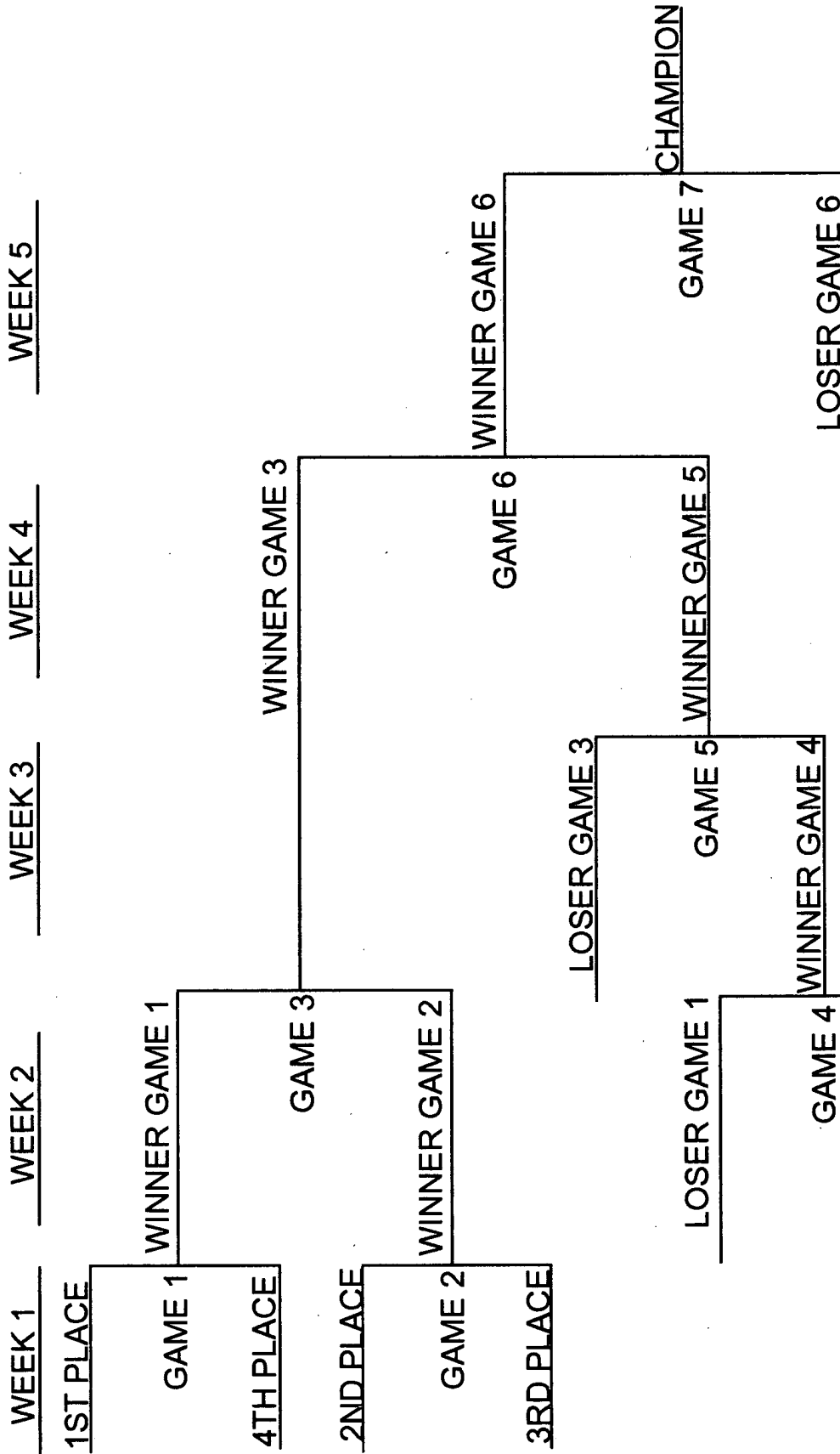


FIGURE 5



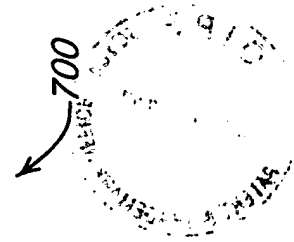
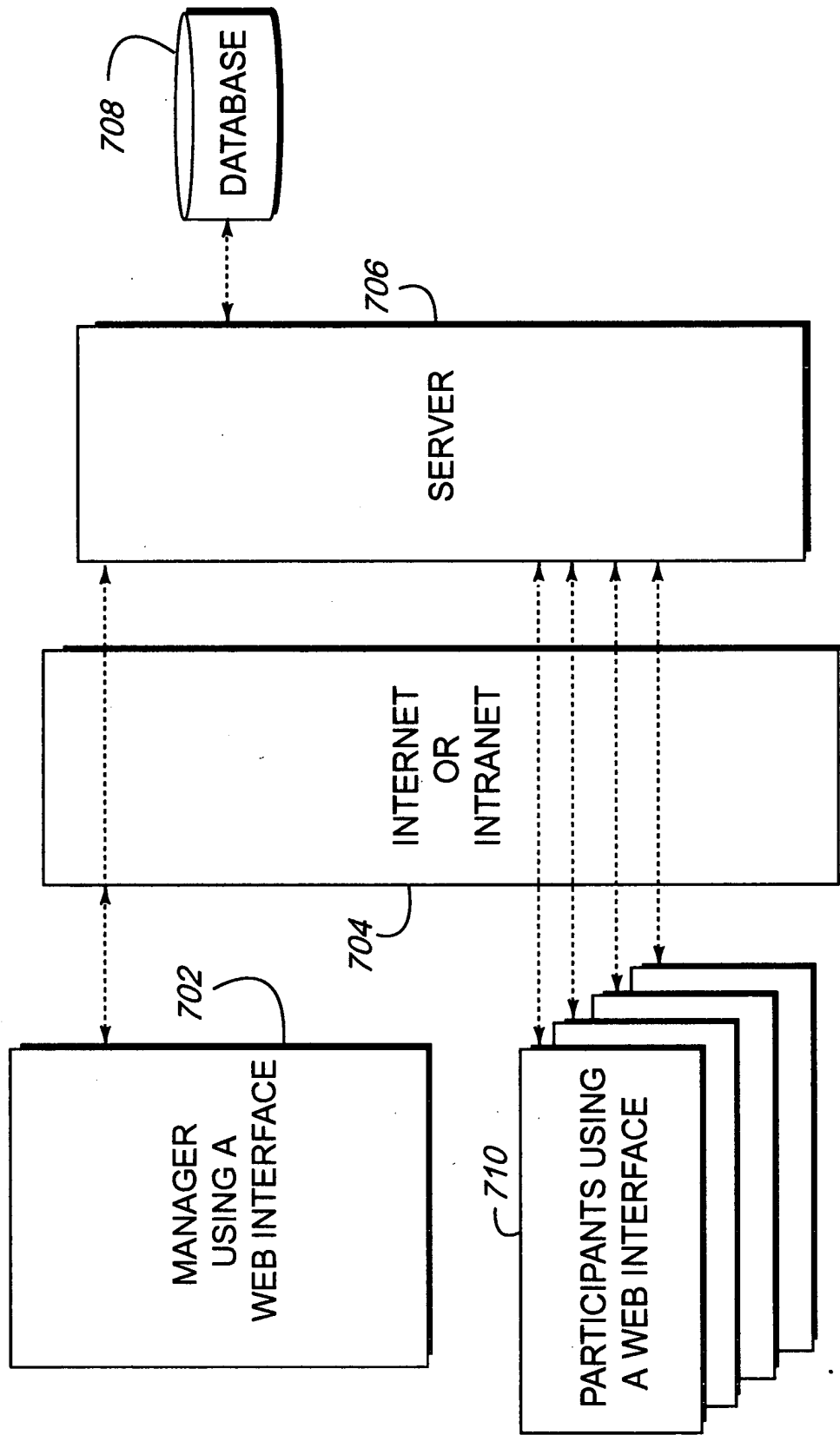


FIGURE 7

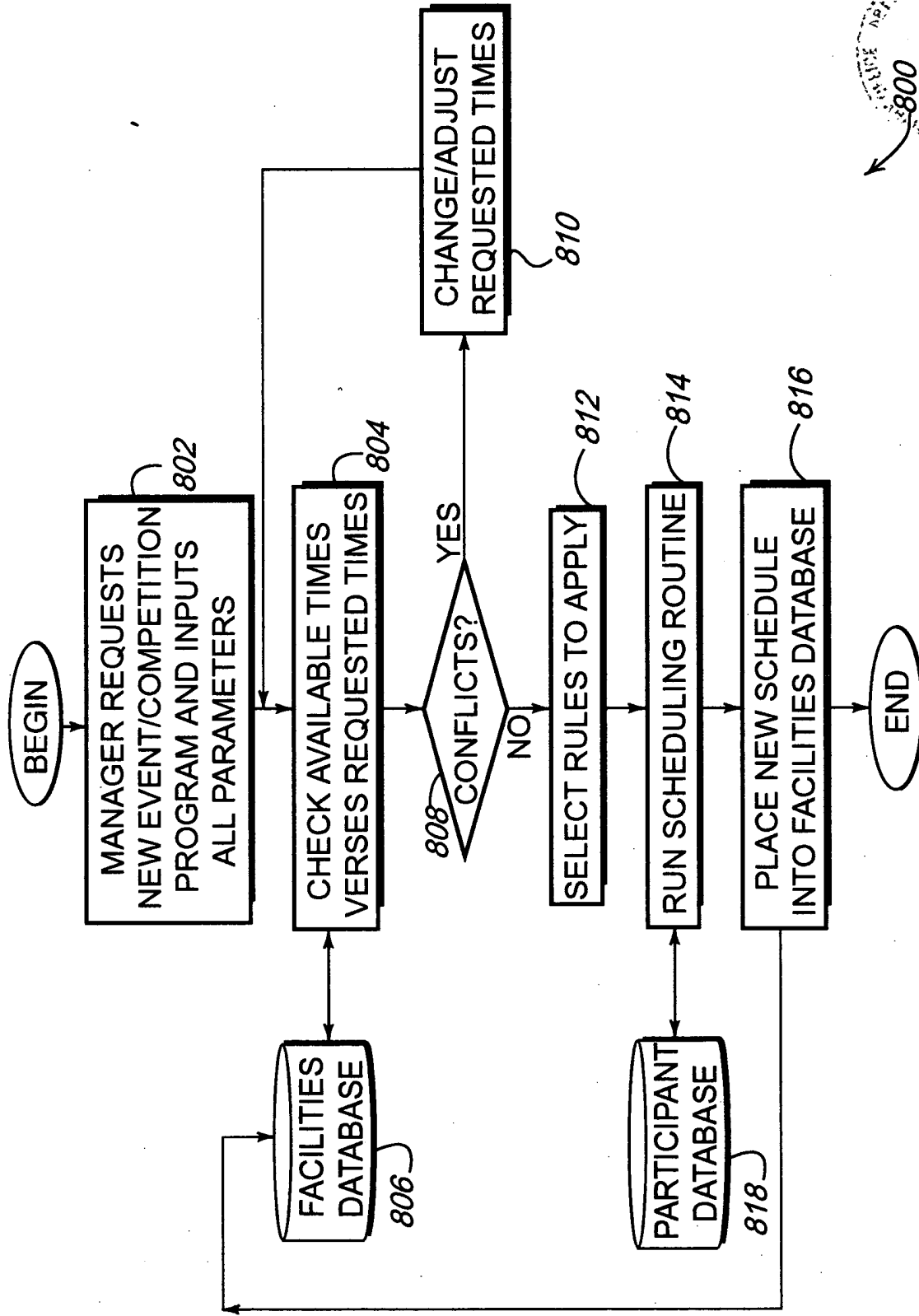


FIGURE 8